ATARI BİLGİSAYAR PROGRAM EKİ 6

DESTROYER SAVAŞI

Destroyer "Amiral Battı"nın daha eğlenceli bir türüdür. Programı yazdıktan sonra çalıştırın ve bilgileri okuyun. Daha sonra size kaç gemi ile oynamak istediğiniz sorulacaktır. 1'den 8'e kadar bir sayı girin ve sonra gemilerinizi koordinatlara yerleştirin. Sizin seçtiğiniz gemi sayısının bir fazlasını bilgisayar kendi savaş alanına dizecektir. İlk atışı kendisi yapacak, sonra sizin atışınızı bekleyecektir. Salvo atış ise, bir koordinat verdikten sonra S tuşuna basarak gerçekleştirilir ve bu koordinat merkez olmak koşulu ile, etrafına 9 atış yapılır. Bilgisayar hiçbir şekilde aynı noktaya atış yapmaz, buna karşılık siz bu riske sahipsiniz. Eğer oyunu bilgisayar kazanırsa, gemilerinin yerlerini size gösterecektir.

```
1 REM **********************
2 REM *                    *
3 REM *    ATARI YAZILIM   *
4 REM *                    *
5 REM *        GRUBU       *
5 REM *                    *
7 REM *      DESTROYER     *
8 REM **********************
10 GOSUB 2000
15 GRAPHICS 17:SETCOLOR 0,7,10:SETCOLOR 1,13,10:SETCOLOR 2,7,2:SETCOLOR 3,3,4:SE
TCOLOR 4,7,2
20 POKE 756,PEEK(106):POKE 16,64:POKE 53774,64
25 SV=1:SH=0:HP=0:HC=0:DL=PEEK(560)+256*PEEK(561)
30 GOSUB 900:GOSUB 800:GOSUB 700
35 REM *** ASIL EKRAN ***
40 GOSUB 100:REM *** BILGISAYARIN ATISLARI ***
45 GOSUB 300:REM *** OYUNCU ATISLARI ***
50 GOTO 40
100 X=INT(RND(0)*9)+65:Y=INT(RND(0)*9)+1
105 CSX=X-54:CSY=Y+8:LOCATE CSX,CSY,Z
110 IF Z=88 OR Z=250 THEN GOTO 100
115 POSITION 0,4:? #6;"ROKET ATESLENDI... "
120 FOR N=0 TO 255:SOUND 0,N,14,6:NEXT N:SOUND 0,0,0,0
125 IF Z=122 THEN GOSUB 200:REM *** VURUS ***
130 IF Z=81 THEN GOSUB 250:REM ** ISKA **
135 POSITION 0,4:? #6;"ATIS NOKTAM ";CHR$(X);",";CHR$(Y+48);"          "
140 FOR N=1 TO 500:NEXT N:POSITION 0,4:? #6;BL$
145 RETURN
200 POSITION 0,4:? #6;"ISABET !!!                "
205 POSITION CSX,CSY:? #6;CHR$(250)
210 FOR N=6 TO 28:POKE DL+N,38:NEXT N
215 FOR N=15 TO 0 STEP -1:FOR NN=0 TO 14:SOUND 0,70,0,N:SOUND 1,150,1,N:POKE 542
77,NN:NEXT NN
220 FOR NN=14 TO 0 STEP -1:POKE 54277,NN:NEXT NN:NEXT N
225 HC=HC+1:IF HC=NP THEN POP :POP :GOTO 1000
230 RETURN
250 POSITION 0,4:? #6;"KARAVANA...               "
255 POSITION CSX,CSY:? #6;CHR$(88)
260 FOR N=100 TO 0 STEP -1:SOUND 0,1,0,INT(N/10):NEXT N
265 RETURN
299 REM *** OYUNCU ATISLARI ***
300 POSITION 0,4:? #6;"SIRA SENDE...         ":POSITION 12,4
305 CLOSE #1:OPEN #1,4,0,"K"
310 GET #1,X:IF X<65 OR X>73 THEN 310
315 ? #6;CHR$(X);",";
320 GET #1,Y:IF Y=126 THEN GOTO 300
325 IF Y<49 OR Y>57 THEN 320
330 ? #6;CHR$(Y);
335 GET #1,Z:IF Z=155 THEN GOTO 350
340 IF Z=83 AND SV=1 THEN GOTO 600
345 IF Z=126 THEN GOTO 300
350 POSITION 0,4:? #6;"ROKET ATESLENDI...     ":FOR N=0 TO 255:SOUND 0,N,14,6:NEX
T N:SOUND 0,0,0,0
```

```
355 FOR N=1 TO NC:IF X=XC(N) AND Y-48=YC(N) THEN POP :GOTO 500:REM *** VURUS ***
360 NEXT N
365 POSITION 0,4:? #6;"KARAVANA...              ":XP=X-64:YP=Y-40
370 LOCATE XP,YP,Z:IF Z<>81 THEN SH=SH+1:POSITION 8,20:? #6;SH:FOR N=1 TO 300:NE
XT N:RETURN
375 POSITION XP,YP:? #6;CHR$(88)
380 FOR N=100 TO 0 STEP -1:SOUND 0,1,0,INT(N/10):SOUND 1,5,8,INT(N/10):NEXT N
385 SH=SH+1:POSITION 8,20:? #6;SH
390 RETURN
400 LOCATE XP-64,YP+8,Z:IF Z<>81 THEN FOR L=1 TO 300:NEXT L:RETURN
405 POSITION 0,4:? #6;"ISABET !!!               ":POSITION XP-64,YP+8:? #6;CHR$(250
)
410 FOR H=6 TO 28:POKE DL+H,38:NEXT H
415 FOR F=15 TO 0 STEP -1:FOR L=0 TO 14:SOUND 0,70,0,F:SOUND 1,150,1,F:POKE 5427
7,L:NEXT L
420 FOR L=14 TO 0 STEP -1:POKE 54277,L:NEXT L:NEXT F
425 HP=HP+1:POSITION 17,20:? #6;HP
430 IF HP=NC THEN POP :POP :GOTO 1200
435 RETURN
500 LOCATE X-64,Y-40,Z:IF Z<>81 THEN FOR N=1 TO 300:NEXT N:RETURN
505 POSITION 0,4:? #6;"ISABET !!!               "
510 POSITION X-64,Y-40:? #6;CHR$(250)
515 FOR H=6 TO 28:POKE DL+H,38:NEXT H
520 FOR N=15 TO 0 STEP -1:FOR NN=0 TO 14:SOUND 0,70,0,N:SOUND 1,150,1,N:POKE 542
77,NN:NEXT NN
525 FOR NN=14 TO 0 STEP -1:POKE 54277,NN:NEXT NN:NEXT N
530 SH=SH+1:POSITION 8,20:? #6;SH:HP=HP+1:IF HP=NC THEN POP :GOTO 1200
535 POSITION 17,20:? #6;HP
540 RETURN
599 REM *** SALVO ATIS ***
600 IF X<66 OR X>72 OR Y<50 OR Y>56 THEN GOTO 300
605 FOR N=0 TO 255:SOUND 0,N,14,6:NEXT N:SOUND 0,0,0,0
610 FOR YP=Y-49 TO Y-47
615 FOR XP=X-1 TO X+1
620 FOR N=1 TO NC:IF XP=XC(N) AND YP=YC(N) THEN GOSUB 400
625 NEXT N
630 LOCATE XP-64,YP+8,Z:IF Z<>81 THEN GOTO 650
635 POSITION 0,4:? #6;"KARAVANA !!!             "
640 POSITION XP-64,YP+8:? #6;CHR$(88)
645 FOR N=100 TO 0 STEP -1:SOUND 0,1,0,INT(N/10):NEXT N:SOUND 0,0,0,0
650 SH=SH+1:POSITION 8,20:? #6;SH
655 NEXT XP
660 NEXT YP
665 SV=0:POSITION 12,22:? #6;SV
670 RETURN
700 NC=NP+1
705 FOR N=1 TO NC:XC(N)=INT(RND(0)*9)+65:YC(N)=INT(RND(0)*9)+1:NEXT N
710 FOR N=1 TO NC
715 FOR L=N+1 TO NC:IF L>NC THEN L=NC:GOTO 725
720 IF XC(N)=XC(L) AND YC(N)=YC(L) THEN POP :POP :GOTO 705
725 NEXT L
730 NEXT N
735 RETURN
800 POSITION 0,4:? #6;BL$;BL$
805 FOR N=1 TO NP:POSITION 0,4:? #6;"GEMILERIN YERI>>>#";N
810 POSITION 0,5:CLOSE #1:OPEN #1,4,0,"K:"
815 GET #1,X:IF X<65 OR X>73 THEN 810
820 ? #6;CHR$(X);",";
825 GET #1,Y:IF Y=126 THEN POSITION 0,5:? #6;"   ":GOTO 810
830 IF Y<49 OR Y>57 THEN 825
835 ? #6;CHR$(Y)
840 GET #1,Z:IF Z=126 THEN POSITION 0,5:? #6;"   ":GOTO 810
845 IF Z<>155 THEN 840
850 LOCATE X-54,Y-40,Z:IF Z<>81 THEN 840
855 POSITION X-54,Y-40:? #6;CHR$(122)
860 POSITION 0,5:? #6;"     "
865 NEXT N
870 POSITION 0,4:? #6;BL$
875 RETURN
```

```
899 REM **** EKREANI DUZENLE ****
900 ? #6;CHR$(125):POSITION 5,1:? #6;"DESTROYER ":POSITION 1,8:? #6;"ABCDEFGHI A
BCDEFGHI"
905 CLOSE #1:OPEN #1,4,0,"K:"
910 FOR N=9 TO 17:POSITION 0,N:? #6;N-8;"QQQQQQQQQ";N-8;"QQQQQQQQQ":NEXT N
915 POSITION 2,20:? #6;"ATIS =0  ISABET= 0":POSITION 7,22:? #6;"SALVO=1"
920 POSITION 0,4:? #6;"GEMI SAYISI (1-8).."
925 GET #1,NP:IF NP<49 OR NP>56 THEN 925
930 POSITION 8,5:? #6;CHR$(NP)
935 GET #1,Z:IF Z=126 THEN POSITION 8,5:? #6;"  ":GOTO 925
940 IF Z<>155 THEN 935
945 NP=NP-48
950 RETURN
1000 POSITION 0,4:? #6;"BEN BITIRDIM !!!     ":GOSUB 1100
1005 POSITION 0,5:? #6;"ISTE BENIM GEMILERIM"
1010 FOR N=1 TO NC
1015 LOCATE XC(N)-64,YC(N)+8,Z:IF Z=25 THEN 1025
1020 POSITION XC(N)-64,YC(N)+8:? #6;CHR$(122)
1025 NEXT N
1030 FOR N=1 TO 1000:NEXT N
1035 POSITION 0,5:? #6;"BASKA OYUN  ? (E/H) ":GET #1,Z
1040 IF Z=69 THEN GOTO 15
1045 IF Z<>72 THEN 1035
1050 END
1100 RESTORE 1130
1105 READ N,D:IF N=0 THEN SOUND 0,0,0,0:SOUND 1,0,0,0:RETURN
1110 SOUND 0,N,10,7:SOUND 1,N+1,10,7
1115 FOR F=1 TO D:NEXT F
1120 SOUND 0,0,0,0:SOUND 1,0,0,0
1125 GOTO 1105
1130 DATA 200,75,200,50,200,25,200,75,170,50,180,25,180,50,200,25,200,50,210,25,
200,100,0,0
1200 POSITION 17,20:? #6;HP
1205 POSITION 0,4:? #6;"SEN BITIRDIN!!!     ":GOSUB 1250
1210 POSITION 0,5:? #6;"BASKA OYUN  ? (E/H)":GET #1,Z
1215 IF Z=69 THEN GOTO 15
1220 IF Z<>72 THEN 1210
1225 END
1250 RESTORE 1300
1255 READ N,D:IF N=999 THEN RETURN
1260 SOUND 0,N,10,10:SOUND 1,N+1,10,10
1265 FOR F=1 TO D:NEXT F
1270 SOUND 0,0,0,0:SOUND 1,0,0,0
1275 GOTO 1255
1300 DATA 180,75,180,25,170,25,170,25,0,25,180,25,170,38,180,12,198,25,220,25,23
2,100
1305 DATA 150,50,166,50,180,10,220,10,166,10,198,10,150,25,166,25,180,50,198,50,
221,100
1310 DATA 999,0
2000 DIM XC(9),YC(9),BL$(20):BL$="                    "
2005 POKE 82,0:POKE 106,PEEK(106)-4:GRAPHICS 0:SETCOLOR 2,7,2:POKE 752,1
2010 ? :? "                DESTROYER                "
2015 ? :? "              ATARI YAZILIM"
2020 ? :? :? "    Oyunun kurali komputurun gemilerini, o sizinkileri batirmadan
batirmaktir.  ";
2025 ? "Sanildigi kadar kolay bir is degil bu.  Herzaman sizden bir fazla gemisi
 olacak"
2030 ? " ve hicbir zaman ayni yere iki kere atis yapmayacaktir.Buna karsilik siz
in de"
2035 ? "bir avantajiniz var: SALVO ATISLAR.Bunu yanliz 1 kere kullanabilir ve ve
rdiginizkoordinat cevresine 9 atis";
2040 ? " yapabilirsin-iz.                                    ":?
2041 ? :? "   BILGILER ICIN BIR TUSA BASIN":POKE 764,255
2042 IF PEEK(764)=255 THEN 2042
2043 ? CHR$(125):POSITION 13,0:? "  BILGILER  ":?
2045 ? "    Oyun basladiginda, once oynamak istediginiz gemi sayisi sorulacak.1'
den "
2050 ? "8'e kadar bir sayi girmelisiniz.Unutma- yin makinanin har zaman bir fazl
a  "
```

```
2055 ? "gemisi olacaktir.      ":? :? "Sonra gemilerinizi yerlestirin.Bunun ic- i
n once bir harf sonra bir sayi gir-"
2060 ? "in.Istediginiz noktada bir gemi belire- cektir.
   "
2065 ? "Butun gemileri bu sekilde, teker teker  girmelisiniz.Butun gemiler yerle
stikten  ";
2070 ? "sonra bilgisayar oyuna baslar...                    ";?
2075 ? "    Ates edebilmek icin istediginiz nok-tanin koordinatlarini vermeniz y
eterli. ";
2080 ? "Salvo ates icin ayni islemleri yaptiktan sonra RETURN yerine -S- tusuna
basin !";?
2085 ? "LUTFEN BEKLEYIN-KARAKTERLERI TANIMLIYOR
2090 POKE 764,225
2100 CSET=PEEK(756)*256:RAMSET=256*PEEK(106)
2110 FOR N=0 TO 1023:POKE RAMSET+N,PEEK(CSET+N):NEXT N
2115 RESTORE 2135
2120 Z=49*8+RAMSET:FOR N=0 TO 7:READ D:POKE Z+N,D:NEXT N
2125 Z=56*8+RAMSET:FOR N=0 TO 7:READ D:POKE Z+N,D:NEXT N
2130 Z=58*8+RAMSET:FOR N=0 TO 7:READ D:POKE Z+N,D:NEXT N
2135 DATA 48,72,132,3,48,72,132,3,40,18,84,109,170,187,126,0,0,0,68,78,255,126,0
,0
2140 ? CHR$(156);"    BASLAMAK ICIN BIR TUSA BASIN  ";:POKE 764,255:GOSUB 2500
2145 IF PEEK(764)=255 THEN 2145
2150 POKE 764,255:RETURN
2500 FOR E=1 TO 5:FOR I=0 TO 70:SOUND 0,150-I,10,10:NEXT I:NEXT E:SOUND 0,0,0,0:
RETURN
```

ÇARPMA İŞLEMİ

Bu program, ilkokula giden öğrenciler için çarpma işlemini eğlendirerek öğretiyor. Dikkat edeceğiniz tek husus, programı yazarken, örneğin programın içinde gördüğünüz (6 ESC-CTRL-+) gibi bir satırı yazarken altı kez ESC-CTRL-+ tuşlarına basmak olacaktır.

```
0 A=6
1 LV=1
10 GRAPHICS 0:POKE 82,0:POKE 752,1:? "ESC-SHIFT-CLEAR"
11 Y=INT(RND(0)*15):SETCOLOR 4,Y,6:SETCOLOR 2,Y,4
20 POSITION 0,16
200 ? "(2 INVERS-SPACE)(CTRL-F)"
220 ? "(3 INVERSE-SPACE)"
230 ? "(4 INVERSE-SPACE)"
240 ? "(5 INVERSE-SPACE)"
250 ? "(6 INVERSE-SPACE)"
260 ? "(7 INVERSE-SPACE)"
270 IF A=0 THEN 3000
275 FOR I=1 TO A
280 POSITION I*3+6,17
290 ? "(ESC-CTRL-*)(CTRL-Q)(CTRL-E)(ESC-CTRL-=)(2 ESC-CTRL-+)(CTRL-Z)(CTRL-C)(ES
C-CTRL=)(2 ESC-CTRL-+)";
291 ? "(CTRL-E)(CTRL-Q)(ESC-CTRL-=)(2 ESC-CTRL-+)(CTRL-F)(CTRL-G)"
295 NEXT I
298 SC=PEEK(88)+256*PEEK(89)
299 POSITION 0,0:? "SEVIYE ";LV
322 IF O=10 THEN LV=LV+1:GOTO 2000
350 S=LV*2
355 O=O+1
360 B=INT(RND(1)*S)+1
370 C=INT(RND(1)*9)+1
375 POSITION 0,22:? "SKOR:";SCO;"   KACINCI KEZ:";O
380 POSITION 10,5:? B;"  "
390 POSITION 8,7:? "X ";C
400 POSITION 8,8:? "(6 CTRL-R)"
```

```
410 POSITION 8,9:? "      "
415 TRAP 415:POSITION 8,10:INPUT A$:TRAP 40000
430 IF A$=B$C THEN 700
440 IF A$<>B$C THEN 1000
700 SCO=SCO+5*LV
711 POSITION 10,14:? "TEBRIKLER !!"
715 X=X+1
730 E=INT(RND(1)*30)+210
742 FOR T=1 TO 10:POKE 710,PEEK(53770):SOUND 0,T,10,8:NEXT T
743 SETCOLOR 2,9,4:SOUND 0,0,0,0
744 IF X=10 THEN X=0:GOTO 760
750 GOTO 715
760 FOR T=1 TO 500
770 COLOR 32:PLOT 0,23:DRAWTO 39,23
772 PLOT 0,10:DRAWTO 39,10
775 PLOT 0,15:DRAWTO 39,15
776 IF O=10 THEN 790
780 F=0:GOTO 10
790 LV=LV+1:GOTO 2000
1000 Q=SC+504
1005 POKE Q,0:Q=Q-39:POKE Q,10
1010 IF Q-SC<=409 THEN 1030
1020 GOTO 1005
1030 FOR I=1 TO 10:SOUND 0,I,0,10-I:SOUND 1,I*10+50,2,8
1040 POKE Q,128:POKE Q+1,128:POKE Q-1,128:POKE Q+40,128:POKE Q-40,128
1050 POKE Q+40,0:POKE Q-40,0:POKE Q,0:POKE Q-1,0:POKE Q+1,0
1060 NEXT I:SOUND 1,0,0,0
1070 POSITION 8,10:? "     ":POSITION 10,10:? B$C;"-DOGRU CEVAP"
1071 POSITION 8,12:? "     ":POSITION 10,12:? A$;"-SIZIN CEVABINIZ "
1072 FOR Z=1 TO 200:NEXT Z
1080 REM
1090 REM
1100 FOR I=A*3+6 TO 35
1110 POSITION I,17:? " (CTRL-Q)(CTRL-E)(ESC-CTRL-=)(3 ESC-CTRL-+)(CTRL-A)(CTRL-C
)(ESC-CTRL-=)(3 ESC-CTRL-+) ";
1111 ? CHR$(58);"(CTRL-F)(ESC-CTRL-=)(3 ESC-CTRL-+)(CTRL-F)(CTRL-G)"
1115 SOUND 0,100,0,8
1120 FOR W=1 TO 5:NEXT W
1125 SOUND 0,10,0,8
1130 POSITION I,17:? " (CTRL-Q)(CTRL-E)(ESC-CTRL-=)(3 ESC-CTRL-+)(CTRL-A)(CTRL-C
)(ESC-CTRL-=)(3 ESC-CTRL-+) ";
1131 ? CHR$(58);"(CTRL-R)(ESC-CTRL-=)(3 ESC-CTRL-+)";CHR$(58);"(CTRL-G)"
1140 FOR W=1 TO 5:NEXT W
1145 SOUND 0,0,0,0
1150 NEXT I
1160 A=A-1:GOTO 10
1199 END
1413 NEXT K
2000 ? "(ESC-SHIFT-CLEAR)(5 CTRL-=) YOU MADE IT THROUGH"
2005 ? "       LEVEL ";LV-1;" "
2010 ? "(2 ESC-CTRL-=)  YOU NOW ADVANCE TO"
2015 ? "       LEVEL ";LV:O=0:FOR T=1 TO 500:NEXT T:GOTO 10
3000 REM
3010 ? "(ESC-SHIFT-CLEAR)(4 ESC-CTRL-=) SORRY BUT YOU LOST ALL ";
3020 ? "(2 ESC-CTRL-=)        YOUR MEN "
3030 ? "(4 ESC-CTRL-=)     YOUR SCORE WAS"
3040 ? "(2 ESC-CTRL-=)        ";SCO
```

İSTİKLAL MARŞI

Milli birliğimizin simgesi İstiklal Marşı'mızı 800 XL'de dinleme fırsatı buluyorsunuz. Bu coşku ile, istediğiniz anda İstiklal Marşı'nı öğrenme çağındaki öğrencilere, kardeşinize, çocuğunuza yardımcı olabileceksiniz.

```
10 REM **********************
20 REM **                    **
30 REM **  ATARI YAZILIM     **
40 REM **                    **
50 REM **       GRUBU        **
60 REM **  .  .  -           **
70 REM **  ISTIKLAL MARSI    **
80 REM **                 '  **
90 REM **********************
100 READ PT1,T,PT2,P
110 IF PT1=-1 AND T=-1 AND PT2=-1 AND P=-1 THEN END
120 GOSUB 1000
130 GOTO 100
1000 SOUND 0,PT1,10,8
1002 SOUND 1,PT2,10,4
1010 POKE 20,2
1020 C=PEEK(20)
1030 IF C<T AND C<P THEN GOTO 1020
1040 RETURN
2000 DATA 64,60,128,60,0,0,0,0,64,10,128,10,0,0,0,0,64,60,128,60,0,0,0,0
2010 DATA 64,10,128,10,0,0,0,0,64,10,128,10,0,0,0,0
2020 DATA 64,20,128,20,0,0,0,0,64,20,128,20,0,0,0,0
2030 DATA 64,20,128,20,0,0,0,0,64,20,128,20,0,0,0,0,64,20,128,20,0,20,0,20,0,40,
128,40
2040 DATA 96,40,96,40,85,40,102,40,81,40,96,40,102,30,128,30,85,10,128,10
2050 DATA 96,120,96,120,0,0,0,0,96,40,96,40
2060 DATA 72,40,72,40,64,40,76,40,60,30,72,30,64,10,72,10,76,30,96,30,64,10,108,
10
2070 DATA 72,120,121,120,64,13,128,13,68,14,121,14,64,13,128,13
2080 DATA 85,40,102,40,0,0,0,0,85,70,128,70,72,10,128,10,81,30,114,30,102,10,102
,10
2090 DATA 96,30,96,30,85,10,128,10,81,30,96,30,72,10,96,10,64,30,108,30,60,10,12
1,10,53,30,128,30
2100 DATA 47,10,121,10
2110 DATA 53,40,108,40,0,0,0,0,108,13,108,13,114,14,114,14,108,13,108,13,64,40,1
08,40,72,40,121,40
2120 DATA 81,120,128,120,128,13,128,13,136,14,136,14,128,13,128,13
2130 DATA 85,40,102,40,128,40,128,40,0,0,0,0,64,30,128,30,0,0,0,0,72,10,128,10,0
,0,0,0
2140 DATA 81,13,128,13,85,14,114,14,81,13,102,13
2150 DATA 96,40,96,40,0,0,0,0,47,70,96,70,53,10,96,10,0,0,0,0,60,30,96,30,64,10,
108,10
2160 DATA 72,30,121,30,81,10,128,10,85,30,144,30,96,10,121,10,64,40,128,40,0,0,0
,0,128,40,128,40
2170 DATA 96,120,96,120,0,40,0,40
2180 DATA -1,-1,-1,-1
```

OTHELLO

Bu oyundaki amacınız, dama oyununda olduğu gibi, rakibinizin taşlarını yemek ve oyunda boş kare kalmadığında en çok taşa sahip olan taraf olmaya çalışmaktır.

Dilerseniz bilgisayara karşı, dilerseniz bir arkadaşınızla oynayabilirsiniz. Ayrıca bilgisayarınızın kendi kendine oynamasını da seyredebilirsiniz. Oyunu kazanabilmek için köşeleri tutmak en iyi yoldur.

```
1 REM **********************
2 REM **      .             **
3 REM **  NECMI   BAYSAL    **
4 REM **                    **
5 REM **      OTHELLO       **
6 REM **                    **
7 REM **********************
50 DIM KJ$(1),OY$(1),N1$(7),N2$(7),A(120),A$(40),P1$(1),P2$(1),D(9),X(90),PP$(1)
,F$(1),G$(1),N$(15),XX(110)
```

```
50 DIM S(2)
100 IL=33:SN=65:GOTO 1730
110 P=1:IF B1+B2>4 OR S1+S2=64 THEN 211
111 IF F$="E" AND G$="H" THEN P=2
120 GOSUB 990
121 POKE 77,0
130 IF (F$="E" AND G$="H") OR OY$="1" THEN GOSUB NOM1:GOTO 160
140 GOSUB 1060:IF F=0 THEN 140
150 GOSUB 990:F=0
160 F=0:P=2:IF B1+B2>4 OR S1+S2=64 THEN 211
161 IF F$="E" AND G$="H" THEN P=1
170 GOSUB 990
180 IF (F$="E" AND G$<>"H") OR OY$="1" THEN GOSUB NOM2:GOTO 210
190 GOSUB 1060:IF F=0 THEN 190
200 GOSUB 990:F=0
210 F=0:IF B1+B2<4 THEN 110
211 GOSUB 3000:S(1)=S1:S(2)=S2
212 GRAPHICS 0:POSITION 2,10:IF S1>S2 THEN ? N1$;"   SIZ KAZANDINIZ BRAVO"
213 IF S2>S1 THEN ? N1$;"  SIZ KAZANDINIZ BRAVO"
214 ? :? "     SKOR ";N1$;" ";S1;" ";N2$;" ";S2:GOSUB 3000
215 FOR T=1 TO 500:NEXT T
220 GRAPHICS 0:POSITION 2,6:A$="TEKRAR OYNAMAK ISTERMISINIZ   E/H  "
230 GOSUB 2080:IF A$="E" THEN RUN
231 IF A$="H" THEN POSITION 10,12:? "CANINIZ ISTERSE" ? "ZATEN BIRSEY BILMIYORSU
NUZ OGRENIN":? "OYLE GELIN....ATARI"
235 END
240 REM ATARI'NIN HAREKETI
250 Y=0:YY=0:FOR I=11 TO 88:IF A(I)<>0 THEN 440
260 W=0:FOR K=1 TO 8:B=A(I+D(K)):IF B<1 OR B=P THEN 420
270 FOR M=2 TO 7:B=A(I+D(K)*M)
280 IF B=P AND V<32 THEN 320
290 IF B=P THEN W=W+M-1:GOTO 420
300 IF B<1 THEN 420
310 NEXT M:GOTO 420
315 IF V>32 THEN Y=W
320 Y=X(I):L=I:IF Y=30 THEN 820
330 IF Y<YY THEN 420
340 IF Y=YY AND RND(0)>0.5 THEN 420
350 L=I:IF Y=11 THEN 510
360 IF Y=10 THEN 600
370 IF Y=40 THEN 700
380 IF Y>=YY THEN YY=Y:Z=I
390 GOTO 420
400 IF YY=100 THEN 470
405 GOTO 4510
410 M=L:GOSUB 1250:R=INT(M/10):C=10*(M/10-R):RETURN
420 NEXT K
430 IF V<32 AND W>YY THEN YY=W:Z=I
440 NEXT I
450 IF YY>0 THEN L=Z:GOTO 400
460 GOSUB 1220:RETURN
470 IF L=11 THEN X(12)=60:X(21)=60:X(22)=55:GOTO 410
480 IF L=18 THEN X(17)=60:X(28)=60:X(27)=55:GOTO 410
490 IF L=81 THEN X(71)=60:X(82)=60:X(72)=55:GOTO 410
500 X(78)=60:X(87)=60:X(77)=55:GOTO 410
510 IF L=22 THEN H=11:GOTO 540
520 IF L=27 THEN H=9:GOTO 540
530 IF L=72 THEN H=-9
531 H=-11
540 FOR Q=1 TO 6
550 B=A(L+H*Q)
560 IF B=1 THEN Y=5:GOTO 590
570 IF B=2 THEN Y=12:GOTO 590
580 IF B<1 THEN 380
590 NEXT Q:GOTO 380
600 IF L=12 OR L=82 THEN H=1:GOTO 640
610 IF L=17 OR L=87 THEN H=-1:GOTO 640
620 IF L=21 OR L=28 THEN H=10:GOTO 640
630 IF L=71 OR L=78 THEN H=-8:GOTO 640
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640 FOR Q=1 TO 6
650 B=A(L+H+Q)
660 IF B=1 THEN Y=4:GOTO 690
670 IF B=2 THEN Y=13:GOTO 690
680 IF B<1 THEN 380
690 NEXT Q:GOTO 380
700 IF L=13 THEN H=1:N=11:GOTO 780
710 IF L=68 THEN H=-10:N=88:GOTO 780
720 IF L=61 THEN H=-10:N=81:GOTO 780
730 IF L=16 THEN H=-1:N=18:GOTO 780
740 IF L=31 THEN H=10:N=11:GOTO 780
750 IF L=86 THEN H=-1:N=88:GOTO 780
760 IF L=83 THEN H=1:N=81:GOTO 780
770 H=10:N=18
780 IF A(L+H)=P THEN 800
790 GOTO 380
800 IF A(L+H+H)<>P AND A(L+H+H)<>0 AND A(N)=0 THEN Y=4:GOTO 380
810 GOTO 380
820 REM 3.NUKTA KONTROLU
830 IF L=14 OR 84 THEN 870
840 IF L=15 OR 85 THEN 900
850 IF L=41 OR 48 THEN 930
860 IF L=51 OR 58 THEN 960
870 IF A(L+2)=P AND A(L+1)<>0 THEN Y=54:GOTO 380
880 IF A(L-1)=P THEN Y=17:GOTO 380
890 GOTO 330
900 IF A(L-2)=P AND A(L-1)<>0 THEN Y=54:GOTO 380
910 IF A(L+1)=P THEN Y=17:GOTO 380
920 GOTO 890
930 IF A(L+20)=P AND A(L+10)<>0 THEN Y=54:GOTO 380
940 IF A(L-10)=P THEN Y=17:GOTO 380
950 GOTO 890
960 IF A(L-20)=P AND A(L-10)<>0 THEN Y=54 GOTO 330
970 IF A(L+10)=P THEN Y=17 GOTO 380
980 GOTO 890
990 REM HANGI OYUNCUNUN OYNAYACAGI
1010 POSITION 3,21:? N1$;:POSITION 20,21:? P1$;"       ";S1;"  ";
1020 POSITION 3,22:? N2$;:POSITION 20,22:? P2$;"       ";S2;"  ";
1030 IF P=1 THEN POSITION 3,9:? N1$;:POSITION 3,11:? "OYUN";:POSITION 3,13:? "SI
ZIN";
1031 IF P=1 THEN POSITION 32,9:? "       ";:POSITION 32,11:? "    ";:POSITION 32
,13:? "     ";
1040 IF P=2 THEN POSITION 32,9:? N2$;:POSITION 32,11:? "OYUN";:POSITION 32,13:?
"SIZIN";
1041 IF P=2 THEN POSITION 3,9:? "       ";:POSITION 3,11:? "    ";:POSITION 3,13
:? "     ";
1050 POSITION 5,1:? "            OTHELLO              ":RETURN
1060 REM KURSOR HAREKETI
1070 POSITION R*2+10,C*2+2:? "I";:L=R*10+C:B=A(L)
1080 IF KJ$="J" THEN GOTO 3100
1090 GOSUB 4000
1100 IF A$="P" THEN 1220
1110 IF A$=" " THEN 1190
1120 IF A$="+" THEN R=R-1
1121 IF A$="*" THEN R=R+1
1130 IF A$="-" THEN C=C-1
1131 IF A$="=" THEN C=C+1
1132 F=0
1140 IF R>8 THEN R=1
1150 IF R<1 THEN R=8
1160 IF C>8 THEN C=1
1170 IF C<1 THEN C=8
1180 L=R*10+C:B=A(L):POSITION R*2+10,C*2+2:D=0:RETURN
1181 L=R*10+C+2:B=A(L):POSITION R*2+10,C*2+2
1190 IF B=0 THEN 1250
1200 IF F=1 THEN RETURN
1210 COLOR 1:POSITION 14,1:? "YANLIS HAMLE":GOTO 1240
1220 IF P=1 THEN B1=B1+1:COLOR 2:POSITION 12,1:? "BEN OYNAMAMALIYIM   ":F=1
1230 IF P=2 THEN B2=B2+1:COLOR 2:POSITION 12,1:? "BEN OYNAMAMALIYIM   ":F=1
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1240 FOR T=1 TO 300:NEXT T:GOTO 1050
1250 REM HAREKET DEGERLENDIRMESI
1260 FOR I=1 TO 8:A=A(L+D(I))
1270 IF A<1 OR A=P THEN 1310
1280 FOR J=2 TO 8:A=A(L+D(I)*J)
1290 IF A=P THEN 1350
1300 IF A>0 THEN NEXT J
1310 NEXT I:IF F=0 THEN 1210
1320 IF P=1 THEN S2=S2+1
1321 IF P<>1 THEN S1=S1+1
1330 IF S1+S2=64 THEN B1=2:B2=2
1340 GOTO 1180
1341 GOTO 990
1350 F=1:B1=0:B2=0
1360 FOR K=0 TO J-1:Z=L+D(I)*K
1370 POSITION (INT(Z/10))*2+11,(Z/10-INT(Z/10))*20+2
1375 IF P=1 THEN COLOR 1
1376 IF P<>1 THEN COLOR 2
1377 IF P=1 THEN ? P1$
1378 IF P=2 THEN ? P2$
1380 IF P=1 AND A(Z)<>1 THEN S1=S1+1:S2=S2-1:A(Z)=1
1390 IF P=2 AND A(Z)<>2 THEN S2=S2+1:S1=S1-1:A(Z)=2
1400 NEXT K
1410 GOTO 1310
1420 DATA -1,1,-10,10,11,-11,9,-9
1430 DATA 100,10,40,30,30,40,10,100,0,0
1440 DATA 10,11,15,20,20,15,11,10,0,0
1450 DATA 40,15,39,35,35,39,15,40,0,0
1460 DATA 30,20,35,31,31,35,20,30,0,0
1470 DATA 30,20,35,31,31,35,20,30,0,0
1480 DATA 40,15,39,35,35,39,15,40,0,0
1490 DATA 10,11,15,20,20,15,11,10,0,0
1500 DATA 100,10,40,30,30,40,10,100,0,0
1510 P=2:R=4:C=4:GOSUB 1540:R=5:C=5:GOSUB 1540
1520 A(45)=1:A(54)=1:A(44)=2:A(55)=2
1530 P=1:R=4:C=5:GOSUB 1540:R=5:C=4:GOSUB 1540:V=5:R=6:GOTO 110
1540 POSITION R*2+11,C*2+2
1546 IF P=1 THEN PP$=P1$
1547 IF P=2 THEN PP$=P2$
1548 ? PP$;:RETURN
1550 CLOSE #1:OPEN #1,8,0,"E":POKE 712,164:POKE 710,129:POSITION 12,3:? ""
1551 ? "          ┌┬┬┬┬┬┬┬┬┐"
1552 ? "          "
1553 ? "          ├┼┼┼┼┼┼┼┼┤"
1554 ? "          "
1555 ? "          ├┼┼┼┼┼┼┼┼┤"
1556 ? "          "
1557 ? "          ├┼┼┼┼┼┼┼┼┤"
1558 ? "          "
1559 ? "          ├┼┼┼┼┼┼┼┼┤"
1560 ? "          "
1561 ? "          ├┼┼┼┼┼┼┼┼┤"
1562 ? "          "
1563 ? "          ├┼┼┼┼┼┼┼┼┤"
1564 ? "          "
1565 ? "          └┴┴┴┴┴┴┴┴┘"
1566 ? "          "
1570 POSITION 2,0:? "ESKI SKOR...";N1$;" ";S(1);"  ";N2$;" ";S(2);"   ";
1580 NOM1=4240:IF RND(0)<0.3 THEN NOM1=240
1590 NOM2=240:IF RND(0)<0.3 THEN NOM2=4240
1720 GOTO 1510
1730 GOSUB 2140
1740 CLOSE #1:OPEN #1,8,0,"E":POKE 712,95:POKE 710,128:POSITION 0,0:FOR I=0 TO 3
9:?"■";:NEXT I
1750 FOR I=0 TO 22:POSITION 39,I:? "■";:POSITION 0,I:? "■";:NEXT I
1760 POSITION 0,23:FOR I=0 TO 38:? "■";:NEXT I
1770 POSITION 18,2:? "OTHELLO":POSITION 20,5:? "KLAVYE   JOYSTICK":? :? "KURSOR
HAREKETI ■ ":?
1780 ? "OYNAMAKARARI   ■":? :? "PAS GECMEK ICIN :"
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1790 POSITION 10,20:? "1 veya 2 ya basiniz"
1800 GOSUB 4000
1810 IF A$<>"J" AND A$<>"K" AND A$<>"j" AND A$<>"k" AND A$<>"J" AND A$<>"K" AND A$<>"J" AND A$<>"K" THEN GOTO 1800
1820 IF A$="J" OR A$="j" OR A$="J" OR A$="J" THEN KJ$="J":GOTO 1850
1830 KJ$="K":POSITION 21,5:? "LAVYE                " POSITION 20,7:? "oklar" POSITION 20,9:? "Space" POSITION 22,11:? "P"
1831 GOTO 1860
1850 POSITION 20,5:? "          JOYSTICK" POSITION 31,7:? "Kol" POSITION 31,9:? "Ates" POSITION 30,11:? "Hata"
1860 POSITION 5,14:? "ATARI      ATARI      IKI " POSITION 5,15:? "ATARI BIR OYUNCU      OYUNCU"
1865 POSITION 7,17:? "1" POSITION 18,17:? "2" POSITION 32,17:? "3" POSITION 9,20:? "1 2 veya 3 e":GOSUB 4000
1870 IF A$<>"1" AND A$<>"2" AND A$<>"3" AND A$<>"1" AND A$<>"2" AND A$<>"3" THEN GOTO 1865
1872 IF A$="1" OR A$="1" THEN OY$="1":POSITION 7,17:? "1      ":GOTO 1930
1874 IF A$="2" OR A$="2" THEN OY$="2":POSITION 7,17:? "                2":GOTO 1890
1876 IF A$="3" OR A$="3" THEN OY$="3":POSITION 7,17:? "3"
1878 POSITION 5,14:? "                    IKI " POSITION 5,15:? "      OYUNCU"
1880 POSITION 6,20:? "ILK    OYUNCUNUN ADI ? :";:GOSUB 3500
1882 N1$=N$:P1$="●":S1=2:S2=2
1884 POSITION 23,20:? "       " POSITION 5,20:? "IKINCI OYUNCUNUN ADI ? :";:GOSUB 3500
1886 N2$=N$:P2$="+":GOTO 1950
1890 POSITION 5,14:? "          ATARI          " POSITION 5,15:? "BIR OYUNCU"
1892 POSITION 6,20:? "        OYUNCUNUN ADI ?  ";:GOSUB 3500:N1$=N$
1894 ...
1896 ... ? "ONCE SIZ MI OYNA ACAKSINIZ ? E/H :";:GOSUB 4000
1900 IF A$<>"E" AND A$<>"H" AND A$<>"e" AND A$<>"h" AND A$<>"e" AND A$<>"h" AND A$<>"e" AND A$<>"H" THEN GOTO 1900
1910 IF A$="E" OR A$="e" OR A$="E" OR A$="E" THEN G$="E"
1915 IF A$="H" OR A$="h" OR A$="H" OR A$="H" THEN G$="H"
1920 P$="E" ... G$ ... "H" ... P2$="H" ... GOTO 1950
1930 POSITION 5,14:? "ATARI ●              " POSITION 5,15:? "ATARI -     "
1935 N1$="ATARI●":N2$="ATARI ... P2$=...
1940 POSITION ...:? "TUSLARINI ... "
1950 RESTORE 1400
1955 FOR I=1 TO 99:A(I)=0:NEXT I
1960 FOR I=1 TO 8:READ D:...:NEXT I
1970 FOR I=11 TO 88 READ ...:NEXT I
1975 FOR I=11 TO 88 READ ...:NEXT I
1980 A(0)=-1:FOR I=1 TO 10:A(I)=-1:A(...)=...:A(I*10)=-1:A(I*10+9)=-1:NEXT I:GOTO 1550
2000 GOTO 1550
2080 ? A$:GOSUB 3000:CLOSE #1
2090 OPEN #1,4,0,"K":GET #1,A:A$=CHR$(A):CLOSE #1:IF A$<>"H" AND A$<>"E" AND A$<>"h" AND A$<>"e" THEN 2090
2100 IF A$="h" THEN A$="H"
2110 IF A$="e" THEN A$="E"
2120 ? A$:CLOSE #1:GOSUB 3000:RETURN
2130 GOSUB 3000:? "2130":CLOSE #1
2140 OPEN #1,8,0,"E":POKE 712,73:POKE 710,1...:POSITION 0,0:FOR I=0 TO 39:? "■";:NEXT I
2145 FOR I=0 TO 22:POSITION 39,I:? "■";:POSITION 0,I:? "■";:NEXT I
2150 POSITION 0,23:FOR I=0 TO 38:? "■";:NEXT I
2160 POSITION 16,2:? "OTHELLO"
2170 POSITION 10,5:? "OYUNUNA HOS GELDINIZ"
2175 POSITION 2,10:? "BU PROGRAM  NECMI  BAYSAL TARAFINDAN" POSITION 3,13:? "ATARI ' YE GORE ADAPTE EDILMISTIR";
2180 POSITION 14,20:? "28 / 2 / 1986":POSITION 38,23:? "■";
2200 GOSUB 3000:RETURN
3000 FOR I=1 TO 500:NEXT I:RETURN
3100 IF P=1 THEN A=STICK(0):Z=STRIG(0):GOTO 3190
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[illegible]10 IF P=2 THEN A=STICK(1):Z=STRIG(1)
[illegible] IF D=3 THEN A$="P":D=0:GOTO 1100
[illegible]195 IF Z=0 THEN A$=" [illegible] D=D+1 [illegible] 1100
[illegible]200 IF A=14 THEN A$="[illegible]" GOTO 1100
[illegible]210 IF A=13 THEN A$="[illegible]" GOTO 1100
[illegible]220 IF A=7 THEN A$="*" GOTO 1100
[illegible] IF A=11 THEN A$="+" GOTO 1100
[illegible]240 GOTO [illegible]100
[illegible] N$="":FOR I=1 TO 6:GOSUB 4000:? A$;:IF A=155 THEN I=6
3505 IF A=126 THEN I=I-2
3510 N$(LEN(N$)+1)=A$
3520 NEXT I:RETURN
4000 OPEN #2,4,0,"K:":GET #2,A:A$=CHR$(A):CLOSE #2:RETURN
4240 REM ATARININ HEREKETI
4250 SSE=0:LSS=0:L=0:Y=0:[illegible] FOR I=IL TO SN:IF A(I)[illegible] THEN 4440
4260 FOR K=1 TO 8:B=A(I+D(K)):IF B<1 OR B=P THEN 4420
4270 [illegible]=XX(I+D(K)):FOR M=2 TO 7:B=A(I+D(K)*M):XM=XM+XX(I+D(K)*M)
4290 IF B=P THEN SS=SS+M-1:XM=XM-XX(I+D(K)*M):Y=Y+XK+XM:GOTO 4420
4300 IF B<1 THEN 4420
4310 NEXT M
4420 XM=0:NEXT K
44[illegible]2 IF P=1 AND [illegible] THEN XM=0:L=I:GOTO 410
44[illegible] IF P=2 AND [illegible]=51 THEN XM=0:L=I:GOTO 410
44[illegible]5 IF [illegible] THEN GOSUB 6000:IF Y<1000 THEN [illegible]+SS*50
4426 IF S1+S2>44 AND Y>0 AND Y<6 THEN Y=SS
44[illegible] IF Y>0 AND Y<6 AND YY<99 AND ((P=1 AND S1<S2 AND B2=1) OR (P=2 AND S1>S2 AND B1=1) OR (S1=S2)) THEN [illegible]:L=I
4430 IF Y>0 AND Y+XX(I)=YY AND RND(0)>0.5 THEN YY=Y+XX(I):L=I:Y=0
44[illegible] IF Y<6 AND Y+XX(I)>YY THEN YY=Y+XX(I):L=I:Y=0
4440 SS=0:Y=0:NEXT I
4450 IF P=1 AND YY>0 THEN XM=0:B1=0:GOTO 4510
4455 IF P=2 AND YY>0 THEN XM=0:B2=0:GOTO 4510
4460 L=11:GOTO 122[illegible]
4510 IF IL>11 AND L-11<IL THEN IL=L-11:IF IL<11 THEN IL=11
4520 IF SN<88 AND L+11>SN THEN SN=L+11:IF SN>88 THEN SN=88
4[illegible] GOTO 410
54[illegible] DATA [illegible],10,1300,[illegible]500,[illegible]500,1300,10,[illegible],0
5440 DATA 10,1,[illegible],20,20,20,1,10,0,0
54[illegible] DATA 1,[illegible],20,500,[illegible],[illegible],500,20,1300,0,0
[illegible] DATA 2,[illegible],20,300,[illegible],[illegible],300,20,2500,[illegible]
54[illegible] DATA [illegible]500,[illegible],[illegible],[illegible],[illegible],[illegible],[illegible],[illegible],0
54[illegible] DATA 1300,20,500,300,[illegible],500,[illegible],1[illegible],0,0
54[illegible] DATA 10,1,20,10,20,20,1,10,0,0
[illegible] DATA [illegible],10,1300,2500,2500,1300,10,[illegible],0,0
6000 IF P=1 THEN N=2
6005 IF P=2 THEN N=1
6015 IF [illegible](I)=10 THEN 6400
6020 IF [illegible](I)=1 THEN 6500
6030 IF [illegible](I)=2500 THEN 6600
6040 IF [illegible](I)=1300 THEN 6[illegible]
6050 IF [illegible](I)=10 THEN 6600
6[illegible]00 RETURN
6400 IF SS>SSE THEN [illegible]:SSE=SS:LSS=I:RETURN
6450 Y=5:RETURN
6500 Y=1000:H=9:IF I=22 THEN H=11
6510 IF I=[illegible]7 THEN H=-11
6520 IF I=72 THEN H=-9
65[illegible]0 IF I=22 AND A(11)<>0 THEN RETURN
654[illegible] IF I=[illegible]7 AND A(88)<>0 THEN RETURN
6550 IF I=27 AND A(18)<>0 THEN RETURN
6560 IF I=72 AND A(81)<>0 THEN RETURN
65[illegible] Y=1:IF S1+S2<56 THEN RETURN
65[illegible] Y=1000:IF A(I+H)=0 AND A(I+2*H)=P AND A(I+3*H)=P AND A(I+4*H)=P THEN RETUR
N
6580 IF A(I+H)=N AND A(I+2*H)=N AND A(I+3*H)=0 AND A(I+4*H)=P THEN RETURN
65[illegible] Y=1:RETURN
6600 IF I=21 THEN H=10:Kk=22
6605 IF I=71 THEN H=-10:KK=72
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6610 IF I=12 THEN H=1:KK=22
6615 IF I=17 THEN H=-1:KK=27
6620 IF I=28 THEN H=10:KK=27
6625 IF I=78 THEN H=-10:KK=77
6630 IF I=82 THEN H=1:KK=72
6635 IF I=87 THEN H=-1:KK=77
6637 Y=8000:IF A(I-H)=P THEN RETURN
6640 IF A(I+H)<>0 AND A(I+2*H)=P AND A(I+3*H)=P AND A(I+4*H)<>N AND A(KK)<>N THE
N RETURN
6650 IF A(I+H)=N AND A(I+2*H)=N AND A(I+3*H)=P AND A(I+4*H)<>N THEN RETURN
6660 IF A(I+H)=N AND A(I+2*H)=N AND A(I+3*H)=N AND A(I+4*H)=P THEN RETURN
6665 IF A(I+H)=0 AND A(I+2*H)=N AND A(I+3*H)=0 AND A(I+4*H)=P AND A(KK)=0 THEN R
ETURN
6670 IF A(I+H)=0 AND A(I+2*H)=N AND A(I+3*H)=N AND A(I+4*H)=N THEN RETURN
6675 IF A(I+H)=P AND A(I+2*H)=0 AND A(I+3*H)=N AND A(I+4*H)=0 AND A(KK)=0 THEN R
ETURN
6680 IF A(I+H)<>0 AND A(I+2*H)=P AND A(I+3*H)=0 AND A(I+4*H)<>P THEN RETURN
6690 Y=2:RETURN
6700 IF I=13 THEN H=1
6705 IF I=16 THEN H=-1
6710 IF I=83 THEN H=1
6715 IF I=86 THEN H=-1
6720 IF I=31 THEN H=10
6725 IF I=61 THEN H=-10
6730 IF I=38 THEN H=10
6735 IF I=68 THEN H=-10
6738 IF A(I-2*H)=P THEN RETURN
6740 Y=4:IF A(I-H)<>N AND A(I*H)=N AND A(I+2*H)=P AND A(I+3*H)=N AND A(I+4*H)<>P
 THEN RETURN
6745 IF A(I-H)<>N AND A(I+H)=N AND A(I+2*H)=0 AND A(I+3*H)=P AND A(I+4*H)<>N THE
N RETURN
6750 IF A(I-H)=N AND A(I+H)=P AND A(I+2*H)=0 AND A(I+3*H)<>P THEN RETURN
6760 IF A(I-H)=N AND A(I+H)=P AND A(I+2*H)=P AND A(I+3*H)<>N THEN RETURN
6770 IF A(I-H)<>N AND A(I+H)=0 AND A(I+2*H)=P AND A(I+3*H)=P AND A(I+4*H)=P THEN
 RETURN
6775 IF A(I-H)<>N AND A(I+H)=N AND A(I+2*H)=N AND A(I+3*H)=N AND A(I+4*H)<>P THE
N RETURN
6780 IF A(I-H)=0 AND A(I+H)=N AND A(I+2*H)<>P AND A(I+3*H)=0 THEN RETURN
6790 Y=5000:RETURN
6800 IF I=14 THEN H=1
6805 IF I=15 THEN H=-1
6810 IF I=84 THEN H=1
6815 IF I=85 THEN H=-1
6820 IF I=41 THEN H=10
6825 IF I=51 THEN H=-10
6830 IF I=48 THEN H=10
6835 IF I=58 THEN H=-10
6837 IF A(I-3*H)=P THEN RETURN
6840 Y=3:IF A(I-H)=N AND A(I+H)=N AND A(I+2*H)=P AND A(I+3*H)<>N THEN RETURN
6850 IF A(I-2*H)=N AND A(I-H)=N AND A(I+H)=N AND A(I+2*H)=P AND A(I+3*H)<>N THEN
 RETURN
6860 IF A(I-H)<>N AND A(I+H)=P AND A(I+2*H)=N THEN RETURN
6870 IF A(I-H)=N AND A(I+H)=0 AND A(I+2*H)<>P THEN RETURN
6875 IF A(I-H)=N AND A(I+H)=P AND A(I+2*H)<>N THEN RETURN
6880 IF A(I-H)<>N AND A(I+H)=N AND A(I+2*H)<>P THEN RETURN
6895 Y=5000:RETURN
```
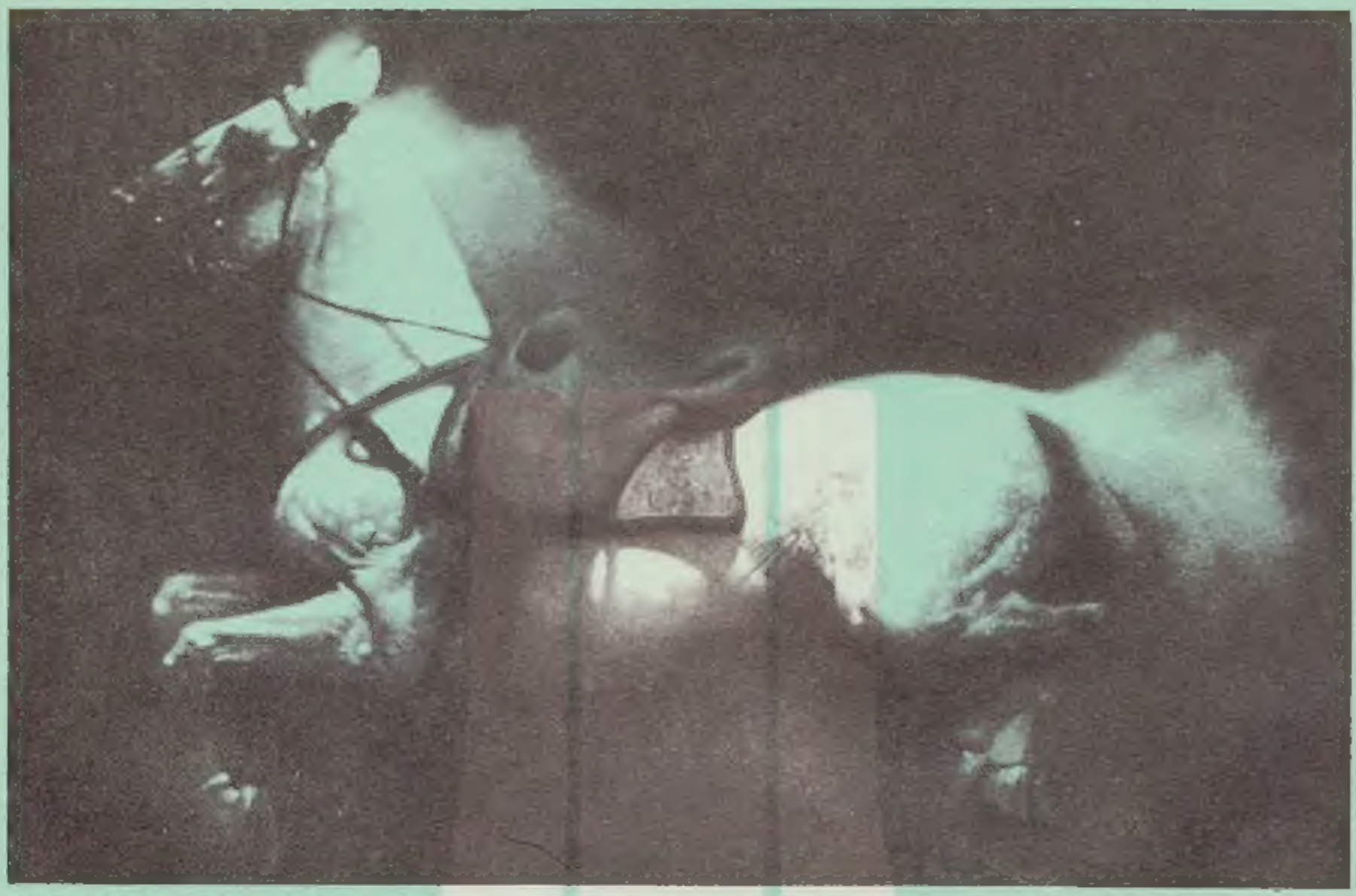

SPRINTER AT

Bu programda ekranınızda bir süre bekledikten sonra, koşan bir at göreceksiniz. Ancak bazı karakterlerin printerden alınamaması nedeni ile program listesindeki bir kısım karakterleri değiştirmek zorunda kaldık. Sizler programı yazarken, bunları aşağıda verilen şekilde yazmalısınız. Örneğin satır 210'daki "1" sayısı yerine (Control D) yazılmalıdır. Bu durumda, 1 yerine harf olmayan, değişik bir şekil çıkacaktır. Değiştirilmesi gerekli diğer karakterler aşağıda verilmiştir.

Satır	Değişecek	Yerine Yazılacak
210	1	Control D
	2	Control E
	3	Control F
	4	Control G
	5	Control H
	6	Control I
	7	Control J
	8	Control K
	9	Control L
	*	Control M
	?	Control N
	+	Control O
	° o	Control P
230	her * için	Control V
250	1	Control A
	2	Control B
	3	Control C
	4	Control W
	5	Control X
	6	Control Y
	7	Control V
	8	Control Z
	9	Control V
270	X	Control E
	her W için	Control V
290	M	Shift =
	her V yerine	Control V
	0	Control Y
300	en sondaki 1 yerine	(esc-Control *)
170	en baştaki 2 yerine	(esc-Control)

```
1 REM ********************
2 REM *                  *
4 REM *  ATARI YAZILIM   *
5 REM *                  *
6 REM *     GRUBU        *
7 REM *                  *
8 REM *   KOSAN AT       *
9 REM ********************
100 DELAY=440:E=0
110 MEM=PEEK(742)
120 GRAPHICS 0:POKE 752,1
130 SETCOLOR 1,0,0:SETCOLOR 2,3,14
140 SETCOLOR 4,3,2:POKE 712,48
150 CSLOC=MEM-4:FNT=CSLOC*256
160 GOSUB 370
170 ? "2":E=E+1:SETCOLOR 2,E,6:SETCOLOR 4,E,6
180 X=1
190 POKE 756,CSLOC
200 POKE 82,X:POKE 83,X+5:?
210 POSITION X,10:? "   123456789 *?+o"
220 GOSUB DELAY
230 POSITION X,10:? "   abcdefghi jklm *nop**"
240 GOSUB DELAY
250 POSITION X,10:? "   qrstuvwxyz12345678,.9"
260 GOSUB DELAY
270 POSITION X,10:? "   !X##%&'@()<>=+,:W*-W^"
280 GOSUB DELAY
290 POSITION X,10:? "   1234567890\/?]M VV[OV_"
300 POSITION X,10:? " ":POSITION X,11:? " ":POSITION X,12:? " ":POSITION X,13:?
"1"
```



```
310 GOSUB 450
320 POKE 752,1
330 IF STRIG(0)=0 THEN ? " AT    ":FOR W=1 TO 200:SOUND 1,W,10,8:NEXT W:FOR D=200
 TO 0 STEP -5:SOUND 1,D,6,8
335 IF E=15 THEN E=0
340 IF X=34 THEN GOTO 170
350 X=X+1:GOTO 190
360 END
370 POSITION 6,10:? "BIR DAKIKA LUTFEN...."
390 FOR I=FNT TO FNT+1023
400 READ BYTE
410 POKE I,BYTE
420 NEXT I
430 RETURN
440 FOR I=0 TO 0:SOUND 0,I*5,8,10:FOR N=1 TO 3:SOUND 0,0,0,0:NEXT N:NEXT I:RETUR
N
450 FOR I=0 TO 0:SOUND 0,I*5,8,10:FOR N=1 TO 6:SOUND 0,0,0,0:NEXT N:NEXT I:RETUR
N
3000 REM PFERD
3001 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,0,0,0,6,3,30,101,223,0,0,0,0,0,0,128,3
2
3002 DATA 0,0,0,3,7,10,0,0,0,0,3,255,204,141,15,14,0,0,252,127,16,239,63,111,1,1
1,29,224,0,12,142,220
3003 DATA 8,252,204,32,0,0,0,0,0,0,0,0,0,0,1,3,6,1,0,0,0,255,0,0,124,196,243,255
,199,192,192,192
3004 DATA 128,0,0,0,0,255,0,0,0,128,192,192,0,255,0,0,0,0,0,0,0,24,24,0,112,240,
112,48,56,24,12,6
3005 DATA 0,0,1,1,3,3,118,60,0,0,0,0,0,0,1,7,9,0,2,123,28,237,62,247,237,0,0,0,0,1
28,32,144,232
3006 DATA 0,1,3,7,13,0,0,0,3,252,232,78,142,15,7,15,255,124,80,24,60,247,239,159
,255,7,0,0,0,0,241,4
3007 DATA 252,28,56,56,24,16,208,112,216,64,0,0,0,0,0,0,118,60,0,0,0,255,0,0,0,0
,0,128,192,192,96,48
3008 DATA 13,15,15,63,248,224,128,0,252,255,63,1,1,0,112,63,159,127,248,56,24,24
,56,28,255,1,12,6,3,1,0,0
3009 DATA 127,255,254,122,30,12,4,68,0,24,60,102,102,126,102,0,0,124,102,124,102
,102,124,0,0,60,102,96,96,102,60,0
```

```
3010 DATA 0,124,102,102,102,102,124,0,0,126,96,124,96,96,126,0,0,126,96,124,96,9
6,96,0,0,60,102,96,110,102,62,0
3011 DATA 0,102,102,102,126,102,102,0,0,60,24,24,24,24,60,0,0,6,6,6,6,102,60,0,0
,102,108,120,108,102,102,0
3012 DATA 0,96,96,96,96,96,126,0,0,99,119,127,107,99,99,0,0,102,118,126,126,110,
102,0,0,60,102,102,102,102,60,0
3013 DATA 0,124,102,102,124,96,96,0,0,60,102,102,102,110,60,2,0,124,102,102,124,
108,102,0,0,60,96,56,6,6,60,0
3014 DATA 0,126,24,24,24,24,24,0,0,102,102,102,102,102,60,0,0,102,102,102,102,60
,24,0,0,99,99,107,107,127;119,0
3015 DATA 0,102,102,60,60,102,102,0,0,102,102,60,24,24,24,0,0,124,12,24,48,96,12
6,0,3,1,0,0,0,255,0,0
3016 DATA 60,255,240,128,0,0,0,0,48,240,120,56,124,198,3,1,24,24,0,0,0,255,0,0,1
92,112,56,0,0,255,0,0
3017 DATA 192,0,0,0,0,255,0,0,31,31,61,121,243,195,1,0,191,224,224,192,128,0,128
,96,254,254,7,7,14,12,24,112
3018 DATA 0,0,0,0,1,1,6,15,0,0,6,118,155,127,247,231,0,0,0,0,128,192,32,136,0,0,
0,3,14,29,5,0
3019 DATA 0,0,3,252,188,14,11,11,0,0,255,31,0,24,31,157,59,15,254,192,0,0,0,240,
135,14,60,124,12,8,8,56
3020 DATA 196,204,48,0,0,0,0,0,15,5,126,127,97,99,103,99,207,223,243,224,192,192
,128,128,252,191,223,127,3,3,1,1
3021 DATA 112,248,254,142,252,248,128,128,1,1,0,0,0,255,0,0,193,128,0,0,0,255,0,
0,192,224,112,24,28,255,0,0
3022 DATA 1,1,1,0,0,255,0,0,128,192,224,48,56,255,0,0,0,0,0,0,0,255,0,0,56,7,255
,0,0,0,0,0
3023 DATA 0,128,192,192,192,192,192,128,12,24,24,56,24,255,0,0,51,62,0,0,0,255,0
,0,0,0,0,0,0,0,0,0
3024 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
3025 DATA 1,0,0,0,0,255,0,0,0,0,0,1,5,8,59,87,0,8,12,190,121,248,252,191,0,0,0,0
,0,128,32,208
3026 DATA 0,0,3,7,15,29,0,0,0,7,252,208,151,31,31,15,0,255,32,32,108,255,255,255
,255,1,0,0,4,28,252,184
3027 DATA 187,184,48,16,16,16,48,240,144,192,0,0,0,0,0,0,15,15,62,60,56,236,204,
198,255,143,0,0,0,0,0,0
3028 DATA 248,255,31,60,48,112,96,192,28,254,6,12,56,48,0,0,220,216,192,96,112,2
55,0,0,0,1,1,0,0,255,0,0
3029 DATA 192,128,128,192,224,255,0,0,0,0,0,0,0,1,0,63,0,0,2,3,62,239,223,127,0,
0,0,0,128,192,32,16
3030 DATA 0,0,0,3,15,63,10,0,0,0,3,252,200,12,31,31,0,0,255,24,48,124,56,255,23,
255,128,0,0,56,126,255
3031 DATA 247,238,252,20,8,24,16,16,195,108,48,0,0,0,0,0,0,0,0,0,0,1,3,6,0,192,2
24,0,0,255,0,0
3032 DATA 0,0,0,0,0,0,0,128,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
```

DEĞİŞEN EKRAN RENGİ

Kesmelerde (interrupt) çalışan bu program, çalışırken ekran rengini değiştirmeye yarayan basit bir makina dili programıdır.

Option tuşu ekran rengini, Select tuşu parlaklığı değiştirir. Yazıp Run ettikten sonra programı New edebilirsiniz. RESET tuşuna bastıktan sonra program devreden çıkar. Ancak makina dili program hafızadadır.

POKE 548,0: PEKE 549,6 ile yeniden çalışır. Programı Cem ARPACI hazırlamış.

```
0 REM ****************
1 REM CEM ARPACI 1987
2 REM ****************
9 TRAP 100
10 FOR X=1536 TO 2000:READ A:POKE X,A:NEXT X
20 DATA 173,31,208,201,5,208,3,206,198,2,201,3,208,9,173,198,2,24,105,16,141,198
,2
30 DATA 76,98,228,162,6,160,0,169,7,32,92,228,96
100 POKE 548,0:POKE 549,6
```